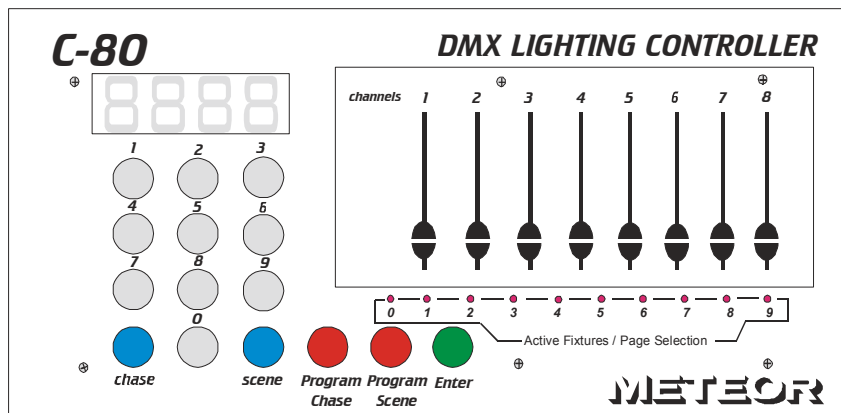


C-80

DMX LIGHTING CONTROLLER



Operators Manual

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C-80 DMX CONTROLLER

Please read these instructions carefully before attempting to operate / program controller. Once you feel you understand the instructions, locate the instructions in a place where you will remember where they are for future reference and additional help in using your controller

CONTENTS:

- 1 - INTRODUCTION / FEATURES
- 2 - FUNCTIONS
- 3 - OPERATING INSTRUCTIONS
- 4 - TROUBLE SHOOTING

1. INTRODUCTION / FEATURES

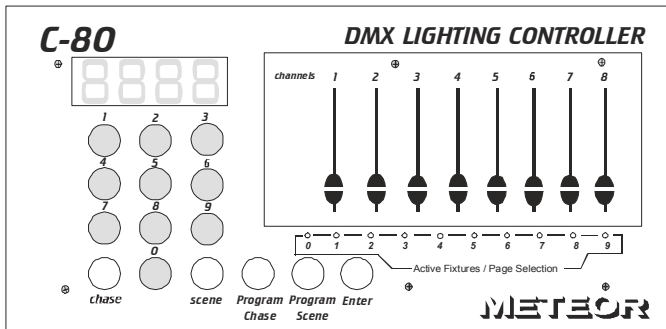
The **C-80 DMX CONTROLLER** is a standard **DMX 512** Controller capable of controlling up to **80 DMX** channels simultaneously. Simplicity to operate and use, and had to maintain high quality programmability was the mission statement.

The main features include:

- 10** Fixtures up to **8 channels** each
- 100** Scenes capable
- 35** Chases – each up to **48 Scenes**
- 8** Faders to adjust DMX output level from 0 – 255.
- Extremely Easy Operation and Programming
- Mix and Match any DMX Lighting fixture
- Power On / Off switch on back of Controller

2. SPECIFICATIONS:

Power Input: DC9 – 12v 300mA
DMX OUTPUT: 3 Pin or 5 pin Female XLR connector
Size: 12" L x 6.5" w x 2.5" h (not rack mountable)
Weight: 7lbs
Power supply: included



2 TERMINOLGY and FEATURE / FUNCTIONS:

SCENES The “look”. To create - store or run position of recorded fixture settings, held in memory

ACTIVE FIXTURE / PAGE SELECTION: Indicates which “fixture” you are using. These SLIDERS will display a true DMX Level value. Labeled **0 – 9**. (1 – 10). The red LED’s above the numbers (0 - 9) on the bottom will be lit when “on or active” showing which fixture(s) you have current control of.

LCD Display: 4 digit “Readout” showing Numeric value of DMX channel / Level or Scene or Chase

4 Different COLORED COMMAND Buttons - 2 Red, 2 Blue, 1 Green and 10 Gray.

RED indicates either “**Program a Chase**” or “**Program a Scene**”.

BLUE is to either Select a Specific **SCENE** or a specific **CHASE**.

GREEN is used when wanting to **ENTER** a change or Finish a command. Press Green when you finish a programming a **SCENE** or programming a **CHASE**.

GRAY: (0 – 9) Indicates the actual Fixture / Object you will have control of. Red LED light will also come on in Active Display you

CHASES (Blue Button): To select any 1 of 35

Programmed. LCD Screen will change / display Chase desired by numerically pressing any of the Gray buttons.

Ex: Chase 2- press Grey Button 0 and Gray Button 2. Press Enter.(Green button)

SCENES: LCD window will Display which Scene is available for edit / programming

FADERS / SLIDERS (1 – 8): to adjust and vary the output level either from 0 – 255 or the intensity from 0% - 100% of each channel.

FIXTURE: Each fixture is capable of running up 8 channels of DMX. Base addresses are set accordingly

START – UP PROCEDURES:

- 1 - Plug Power Supply into back of controller
 - 2 - Connect either 3 Pin or 5 pin XLR cable to DMX output on rear of unit. Make sure all fixtures have DMX cable connected correctly
 - 3 - **Turn switch to on position on the back of controller.**
 - 4 - Controller goes through a DMX check. Red LED’s scan backwards to “0”. LCD Flashes **C-80**. LCD changes to read “**000**”.
- Note:** If any of the 8 sliders are in the “up” position, the LCD will display the level of the slider closest to the LCD at time of turning controller on. Make sure ALL slider are down.
- 5 - Controller is now ready to start Programming.

CREATING A SCENE:

*The C-80 Controller allows you to create and Program up to 100 Scenes (0 – 99). A **SCENE** is a particular look /position. Whether it be the color, or a particular gobo or a mirror position. Once you have that look – that is a **SCENE**. All DMX values are then stored in memory bank.*

on slider **0**. You are ready to create a **SCENE 01**

- 1 - Press the Red button "Program Scene. The LCD window changes to SC __ __ : (flashing)
- 2 - Press the Grey Button **0** (LCD window changes to SC **0** __).
- 3 - Press the Grey Button **1** (LCD window changes to SC **0 1**).
- 4 - Press the GREEN Button – Enter. Hold for 2 seconds. LCD window changes to **0 0 0**.
- 5 - The red LED is already on "0". Depending on how many channels you have in your fixture, You can now move the any of the corresponding channel sliders up to desired levels or mirror positions colors or gobos.

(note): The C-80 Controller uses "later takes precedent". Meaning if you bring slider 1 (channel 1) up to 50% and then move Slider 2 (channel 2) up to 25%. The slider you are changing is what will be displayed in the LCD window.

- 6 - Fixture 1 is set where you want it.
- 7 - Press Grey Button **1** (actually fixture 2 now). Both red LED's (0 and 1) are on. Press Grey button **0** and that disables the red LED on the first fixture. Leaving the second red LED on.
- 8 - Move the corresponding sliders to the color, gobo, mirror position you want it to be in. Fixture 2 is now is the position you want it to be.
- 9 - Press Grey button **3**. The red LED is now lit on the second and third fixture. Press Grey button 2 and that disables fixture 2 leaving you to position fixture **3**.
- 10 - Position fixture 3 in the place you want it to be.
- 11 - Press fixture 4 (gray button 3). The red LED comes on. Press fixture 3 (gray button 2) and the red LED goes out.

- 12 - Position that fixture where you want it to be.
- 13 - If you need to go back and edit any part of this "SCENE" Now is the time to do it. Just press the corresponding fixture and change the level / positions
- 14 - Satisfied – Press the **GREEN** button (**ENTER**). That is now your **SCENE 01**
- 15 - To go on and create your next scene(s).
- 16 - Press Program Scene. LCD changes to SC __ __ . Press gray Button 0 and gray Button 2. Press enter.
- 17 - Repeat all steps 4 – 14.
- 18 - When finished PROGRAMMING Scene 2. Press Green Button (ENTER)
- 19 - Do as many Scenes as you want, up to 100.

CHANGING / EDITING A SCENE.

- 1 - Press "Blue" **Scene** button. Enter the Scene you want to edit / change. ie:(SC01)
- 2 - Press **ENTER** (Green) Button. The lights and position assigned to that scene will go to where you had it programmed.
- 3 - If the lights, color and position are correctly placed. Just press enter.
- 4 - If deciding that you want to "edit or change that Scene. Press **Program Scene**. Retype in the Scene you are changing. Ex: (SC01)
- 5 - Press the Fixture you want to start with. The Red LED will show you what fixture(s) you have control of.
- 6 - Adjust the light(s) to where you want them.
- 7 - Press ENTER (Green) and hold. That Scene has now been overwritten. New Scene values have been stored.

SCENES DON'T RUN AFTER RECORDING THEM

MAKE SURE TO PRESS **MIDI / ADD** BUTTON BEFORE PRESSING SCENE BUTTON. LED'S SHOULD FLASH AFTER PRESSING EACH SCENE BUTTON.
BE SURE YOU ARE IN THE CORRECT BANK THAT THE SCENES WERE RECORDED IN.

SCENES DON'T RUN CORRECTLY AS RECORDED

MAKE SURE ALL FIXTURES WERE RECORDED IN SCENE
MAKE SURE YOU ARE IN THE CORRECT BANK THAT THE SCENES WERE RECORDED IN

CHASES DON'T RUN AFTER RECORDING THEM

MAKE SURE TO PRESS THE MIDI/ADD BUTTON AFTER PRESSING THE SCENE BUTTON. LED SHOULD FLASH AFTER PRESSING MIDI / ADD.
BE SURE YOU ARE IN THE CORRECT CHASE THAT HAS THE STEPS RECORDED IN
IF IN AUTO MODE – DID YOU ADJUST SPEED AFTER SELECTING AUTO
FADE TIME IS TOO LONG FOR SPEED SELECTED

FIXTURES AREN'T DOING ANYTHING

HAVE YOU READ THIS MANUAL COMPLETELY AND FOLLOWED ALL THE RECORDING STEPS FOR SCENES AND CHASES
DID YOU SET YOUR DIP SWITCHES ACCORDING TO THIS MANUAL
ARE ALL UNITS PROPERLY CONNECTED WITH POWER ON AND PROPERLY CONNECTED VIA DMX.

FOR TECHNICAL HELP / SUPPORT

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